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RetroZone

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Designed and produced by
NGD
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LIMITED EDITION
088
OF
250

NGD
Official Seal of Quality

INSTRUCTION MANUAL

HAPPY CAMPER

NGD-HC-GBL

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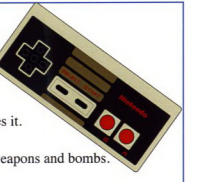
CONTROLS



- Arrow keys: moves the Hero.
- Start button: starts game and pauses it.
- Button A: to jump or fire special weapons and bombs.
- Button B: Throw objects or to fire weapon.
- Select button: switches between the guns, cans, bottles, or crystals as weapons.
- Button A & pressing start: continues game at current level.
- Button A & down arrow: allows you to dive into water.
  Button A & up arrow: allows you to jump out of the water.

Introduction

It was supposed to be a relaxing weekend away from everything. "Getting back to nature" sounded good when you decided to go camping, and the "Happy Campground" sounded like the perfect place to relax.

Your grandfather's old tent was a bit harder to put up than you remembered, but it brought back a lot of pleasant memories. Somehow though, things seem different now. Something's amiss. Things are too quiet, in a way, and the animals that you encounter seem agitated and upset. And on top of everything else, as you are minding your own business reading the camp bulletin board, a giant frog leaps out and kidnaps your girlfriend Sandy.

This is no way to start a vacation!

Main Characters

The Hero
Sandy, his girlfriend
The Froads
The woodland creatures
The creatures of the cave

Object of the Game

- To track down the alien Froads and rescue your girlfriend, Sandy.

-- The ultimate goal is to teach those marauding, amphibious aliens that Earth is not the place they want to stay.

You will need a secret code to enter the alien camp. Be on the lookout for numbers. They might be anywhere.

Prizes and Special Objects

Burgers: Give you the energy boost which allows you to jump further. Grab one when you can. (Turns your shirt red).

Cans: Thrown cans hurt the bad guys.

Bottles: Thrown bottles can hurt the enemies.

First Aid Kit: Restores Hero's health.

Key: Used to open doors to advance in the game.

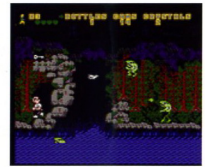
Power Crystals: Collect these in the cave worlds. They can be thrown at enemies to inflict damage, or can be detonated to quickly clear out a room with an explosion.

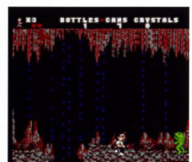
Tickets: Issued by Ranger Red; subtracts points from the high score.

Gun: Used to waste some toadies.

Levels

The Campground
The Iridescent Cave
The Phosphorescent Cave
The Alien Mountain Resort
The Alien Mother Ship
Space





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Creatures

Froads: These are the huge toady-frogs that have invaded the once quiet and tranquil "Happy Campground." The Froad's philosophy seems to be "If you can't eat it, it probably can't eat you."

Ovzz: This is a form of Froad and is the shape that they prefer to assume when they are on their space ship. Ovzz can retract into themselves until they seem to be no more than a pair of blinking eyes.

Tads: These are an especially active lifeform. They are a young, growing type of Froad with ravenous appetites. They tend to eat anything that moves, and are used as guards in the ventilation system because of their relentless search for edibles.

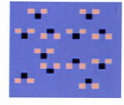
Hatchlings: Hatchlings are in the earliest stage of Froad development. They can only be seen on the Froad mother ship so they can nurtured into killer attack-Froad. They quickly bounce around the halls and corridors of the ship, looking for and easy snack to attack.

Yerts: These are the most aggressive type of Froads. They reside near water and are quick to eat and ask questions later. They are known for leaping to and fro, in and out of the water. They will also snag you for supper if you are on the land and they are swimming about.

The Enemies

Ranger Red: I guess you didn't really make a hit with Ranger Red when you went to the ranger's station to report that your girlfriend had been carried away by giant frogs, or toads, or something. He refused to waste his time filling out a report and admonished you not to try any more "funny business" with him because he "knew your type" and would be "watching for you to be causing trouble and breaking the rules." Ranger Red issues tickets whenever he sees you "breaking the rules." They subtract points from your score.

Bird: The birds have nests in the trees along the wooded paths. They are not at all happy with trespassers and tend to make swooping attacks at people who venture too close to their nests. Maybe this was one reason for those "Keep Out" signs.



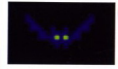
Bugs: Swarms of gnats are annoying. The stupid things seem to follow you around, waiting to be inhaled. The problem is, how do you get rid of them?

Wasps' Nest/Wasps: A wasps' nest near the tent is bothersome. The buzzing of the wasps is bad enough, but the pesky things also sting. They can deplete your health rather quickly.

Porcupine: Porcupines may come right into your campground, snooping for food ... even into your tent! Watch out that one does not try to take a nap on your sleeping bag. They are wearing needle-like quills that can make you really sore.

Raccoons: Raccoons are another of the woodland creatures that seem to be overly curious about what we're having for lunch. In fact, he really seems to think that you brought the food just for him.

Skunk: Everybody knows about skunks! They come exploring, looking for food and who knows what else. You have to be cautious around skunks because if you scare them or make them mad, your nose will regret it for a long time. In fact, you might just have to go home. But you have to rescue your girlfriend first, or she will be be mad or maybe even eaten. Don't jump to hasty conclusions about the skunk ... you just might have some enemies in common.



Bats: These bats do more than "scare the living daylights" out of a person. These bats are the mutant strain of rapid, rabid bats. These phosphorescent, blue bats have absorbed energy emanating from the crystals. It is not even wise to get near the bats as they sometimes just seem to explode for no explicable reason.

Snakes: The snakes in the cave have also been affected by their proximity to the power crystals. They are quite nasty little snakes and their venom is extremely toxic.

Free Lunch: We all know "there ain't no such thing as a free lunch" but there seems to be such a thing at the Happy Campground. If you can avoid being the lunch, you might find a burger to munch..

Tricks & Tips!

- Save your Crystals for use in later stages. The explosions can kill some pesky enemies.
- Avoid attacking woodland creatures when possible. They might just go on about their business and leave you be.
- After losing a life, let the enemies clear off the screen before starting a new life. Don't waste your precious hearts. (On certain levels).
- Use speed and agility when possible. Avoid fighting unnecessary battles. Precision jumping is your best tool.
- Make sure to press A button and start. It will continue your game from the previous level.

YYUVIGAE - Infinite Lives
AVVVLOSL - Unlimited Hearts
NYUNLGZE - Higher Jumps

WARNING!

Please do not try to operate this game while using heavy machinery such as a blender or convection oven. Also be wary of feeding walruses while using this cartridge, they are dangerous beasts and will use their tusks against you. The use of alcoholic beverages is encouraged while playing this title, but only if you are staying at home. Make sure never to allow a minor to play Happy Camper alone, because walking, talking frogs scar children. (No walruses were harmed in the making of this manual).

Lack of a Guarantee

This game is guaranteed to have absolutely no guarantee whatsoever. If this game gets lost or stolen, good luck finding a replacement copy because only 250 were made to start with. This guarantee is only offered worldwide, so if you are from a distant world, please do not try to take advantage of this lucrative offer.